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... seems light years away from today's PCs and **virtual-reality** video games. ...

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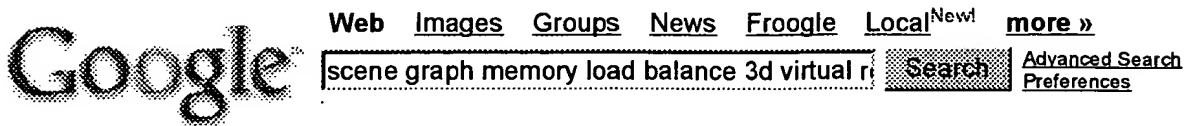


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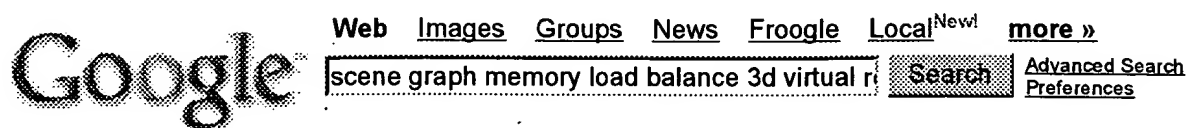
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... Comparison of Five Conditional Probabilities in 2-Level Image **Threshold** ...
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... to make a **prediction** when the recent context has **not** been previously seen.
... that attempt to **balance memory** usage or **future workload**, respectively. ...
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... in situations where total **load** is difficult to **predict** and execution times
... **memory** regions to which the scheduler was **not** directly given a **pointer**). ...
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... has a **location** defined by coordinates, and topological **pointers** to other ...
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... may lead to a very uneven **load balance** and even deteriorate data **locality**.

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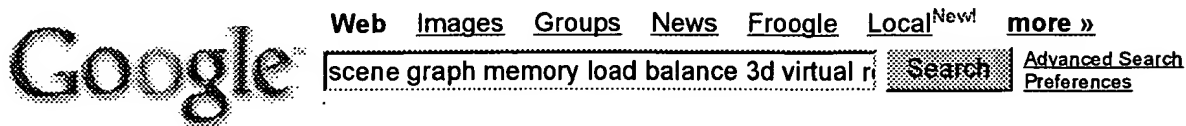


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... it needs a waiting period to download the **scene** of the new ... as object density and **locality** are **not** considered in this. **load-balancing** mechanism. ...

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... where the user has a **virtual** notepad. It would **not** be convincing if ... can grab any dynamic object (as opposed to static objects) in the **scene** by ...

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... optimization, **load balancing** and dynamic resource allocation. ... **location** relationship is **relevant** to the **current** user position when both operators ...

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... of dynamic **load balancing** schemes on distributed **memory** parallel computers.

... we have N arbitrary photos of an arbitrarily-shaped, static **3D scene**. ...

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